

PS Vita requirements

- Hacked Vita (Enso/h-encore 3.60/3.65/3.68).
- rePatch plugin (installed on the Vita and verified working) (rePatch does not work on 3.73).
- NoNpDrm plugin (installed on the Vita and verified working).
- reF00d v1.1/0syscall6.
- VitaShell.
- FTP program (Winscp recommended).
- This English patch.

How to patch decrypted Vita files (PC)

Video Reference.

Step 1 - Preparation:

- Install the Game on your Vita or insert cart and also install the game update v1.01.
- Verify if your game version is 1.01.
- Test the game if it's working fine.
- Extract English patch archive to a folder. ex: "OLZ_patcher_v0.91".

Step 2 - Decrypting game via Vitashell:

- Using VitaShell browse gro0:app/ (if cart) or ux0:app/ (if a PSN game).
- Highlight the PCSG00939 folder and press Triangle > then select Open decrypted Press Select and connect Via FTP.
- Using your favorite FTP application on the PC, browse gro0:app/PCSG00939/Media (if cart) ux0:app/PCSG00939/Media (if a PSN game).
- Copy sharedassets0.assets.resS file to the PC (OLZ_patcher_v0.91\decrypted_data folder).
- While still on VitaShell browse ux0: patch folder.
- Highlight the PCSG00939 folder again and press Triangle > then select Open decrypted Press Select and connect Via FTP.

- Back to the FTP application on the PC, browse ux0: patch/PCSG00939/Media.
 - Copy resources.assets file to the PC (OLZ_patcher_v0.91\decrypted_data folder).
- Step 3 - Patching decrypted asset:
- Run [Apply_ENG_patch_v0.91_to_decrypted_asset], follow its instruction and wait for it to finish patching.
- Step 4 - How to install:
- Copy the [repatch] folder inside the [Copy_to_VITA_ux0] folder to the ux0: partition of your Vita.
 - Run the game (be sure to have NoNpDrm and rePatch plugin (v3.0) properly installed and working).